# Udacity:- Intro to iOS App Development with Swift

**What did I learn from this course**

Thanks to this course, I have learnt the introduction of iOS and Xcode basic and fundamental knowledge and skills. This includes:-

1. How to install Xcode

2. The various settings, views and options within Xcode and how to use them.

3. The concept of MVC - Model, View and Controller

4. How to add view objects such as buttons and labels, and how to connect view objects with their relevant view controller, via IBActions and Outlets.

5. How to add constraints for view objects on a StoryBoard.

6. The ViewController life cycle - e.g. Viewdidload, viewWilllAppear ...etc.

7. How to compile and launch an App using various configurations and devices on a simulator.

8. How to add various media files - e.g. images and audio files.

9. How to add images to buttons.

10. UINavigationController and how it manages various ViewControllers within it, with Navigation bar and optional tab bar.

11. Adding scenes in storyboard with their default ViewControllers via Segues that connect them together.

12. Playing a pre-recorded audio file, with slow and fast effect.

13. Recording an audio file to be stored in a directory path.

14. Concept of Delegates and utilising Apple written functions in a Protocol.

15. Model concept and creating custom class to store audio file details such as URL and Title of file in the custom class (The Model).

16. Understanding of Segues - identifying them and passing files through them to the next/destination ViewController.

17. Playing recorded audio using chipmunk and Darth Vader effect, using the concept of AVAudioEngine and its various nodes (input, processing and output nodes).

18. Downloading App on your phone.

Alternative description of skills learnt from the course of creating this app:-

1. Create a new project from existing iOS app templates
2. Add buttons, images, labels and create user interfaces for the app using the Storyboard
3. Leverage the Model View Controller (MVC) design principles; this includes writing custom model code, and using UIViewController, and UIView
4. Create Outlet and Action connections between the views and view controllers. Benefit from the power of Delegates by using them in code
5. Navigate between two scenes in the app using UINavigationController
6. Play audio files using AVFoundation’s AVAudioEngine class
7. Run the iOS simulator and download the app on a physical device
8. Search documentation, resolve bugs, and read other people’s code

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